Reflective ePortfolio Tools

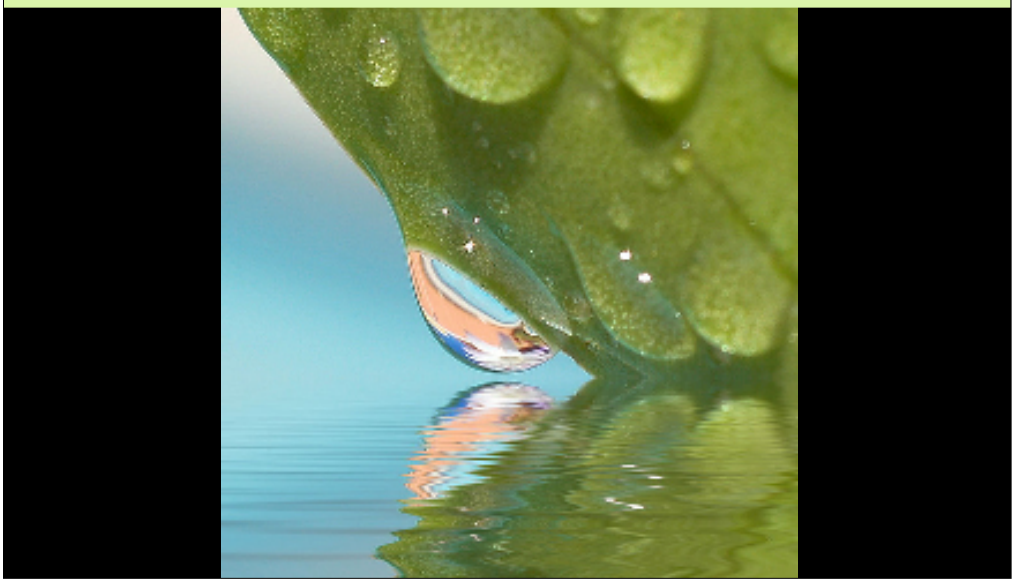
Blog

Wiki

Photo Story

Movie Maker

Digital Storytelling
Reflective ePortfolio



An electronic portfolio simply means that the portfolio, is technology based. There are many different types of electronic portfolios . Most allow for flexibility so that the teacher or facilitator can focus and or measure a specific skill or concept. The tools discussed in this presentation are as follows:

Movie Maker

Photo Story 3

Blogs

Wikis

"A portfolio is opinion backed by fact... Students prove what they know with samples of their work."

-(Paulson & Paulson, 1991, p.2)

This quote was meaningful to be because it sums up the importance of students being allowed to select their work. Also students have the opportunity to prove what they know as a result of showing it to the world via an electronic portfolio.

6 Key Elements of 21st Century Learning

In creating an electronic portfolio, students are mastering the 6 key elements of 21st century learning. Those elements are:

1. Emphasize core subjects
2. Emphasize learning skills
3. Use 21st century tools to develop learning skills
4. Teach and learn in a 21st century context
5. Teach and learn 21st century content
6. Use 21st century assessments that measure 21st century skills

Digital Tools for Reflection
Electronic Portfolios and Engagement

As a result of the eportfolio process, students engage in learning experiences that are embedded in the curriculum This process also encourages them to produce work that can be stored in a digital format.

These artifacts can be used as evidence of learning in two ways: in a formalized assessment system and in the learner's own portfolio. This process is interactive and reflective, connecting the artifacts with the learner's reflection that provides a rationale for using the artifact as evidence of learning.

"A portfolio tells a story.
It is the story of knowing.
Knowing about things...
Knowing oneself... Knowing an
audience... Portfolios are
students' own stories of what
they know, why they believe they
know it, and why others should
be of the same opinion."

(Paulson & Paulson, 1991, p.2)

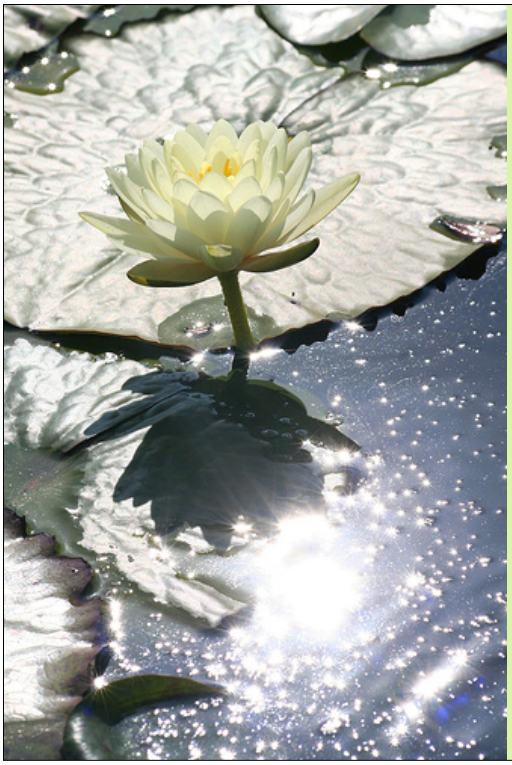
A reflective eportfolio serves several purposes. But the most important purpose for children is that it gives them an opportunity to tell their story, and a chance to express their own voice and leave their

own mark in their eportfolios. They can share their beliefs, traditions, and culture with the rest of the world. This process builds self-confidence and pride it their work.

Traditional + Technology

Traditional
Collecting
Selecting
Reflecting
Directing
Celebrating

Technology
Archiving
Linking/Thinking
Storytelling
Collaborating
Publishing



"We do not learn from experience…we learn from reflecting on experience."

-Dewey

When used in K12 schools, reflective eportfolios support a deeper level of engagement and self-awareness, making it easier for students to understand their own learning and to provide teachers and parents with a richer picture of what students know and are able to do

We don't learn from experience alone, but rather the act of reflecting upon that experience. This allows us to grow and learn.

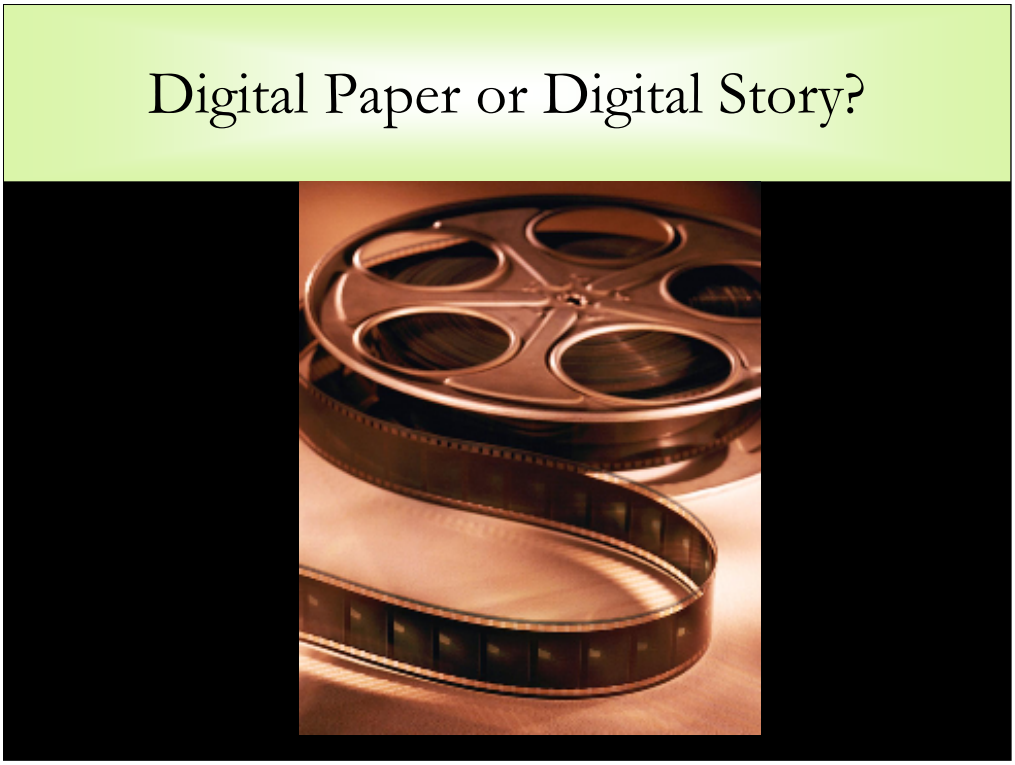
Helping Students Tell Their Stories

Tips to remember when helping students design their ePortfolio:

1. COLLECT more than text documents
    - •Pictures
    - •Audio
    - •Video
2. Focus on REFLECTION over time
3. Help students make CONNECTIONS
4. Support multimedia presentation formats

Voice = Authenticity

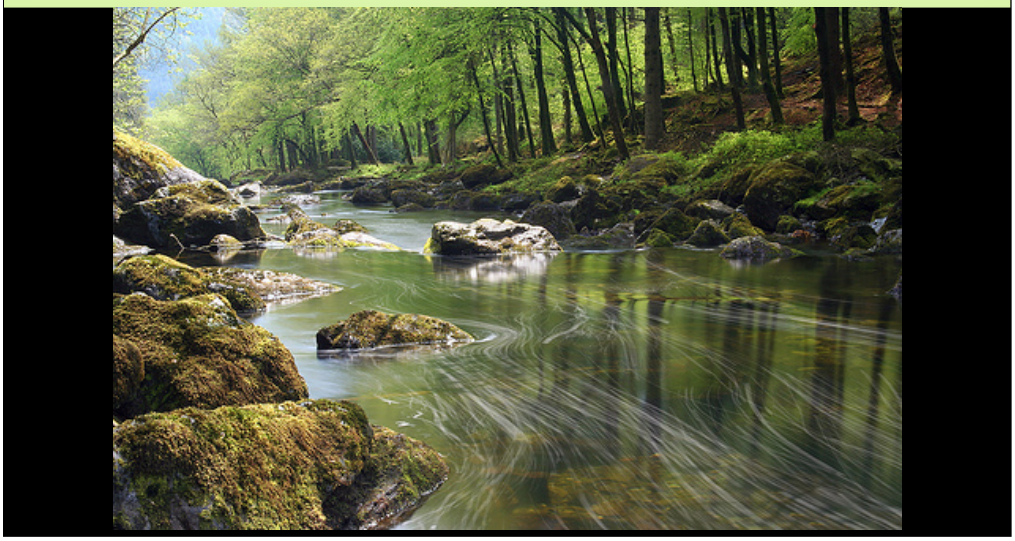
Multimedia expands the "voice" in an electronic portfolio. It gives personality of the author and reflects his/ her uniqueness.



If e-portfolios are just digital paper (text and images on the screen).

A digital story includes, pictures, audio, and video. This allows students to share their uniqueness through their voice. Using digital formats, students can convey a “real” story about themselves and share it with the rest of the world.

Digital Storytelling Examples for Students



Examples include:

1. Introduction of self

•Voice

•Personality

•Identity

2. Legacy- Legacy stories are usually told about a person or place.

3. Biography- A biography provides the facts about a life, whether of the storyteller or another person.

4. Memoir- a memoir is very personal, told in the first person, focusing on the memories of the storyteller. Memoirs are autobiographical in nature, but are much more personal and reflective. They are usually much longer than a typical digital story.

5. Reflection- this is the most important component is a reflective portfolio. Reflection is what allows us to learn from our experiences: it is an assessment of where we have been and where we want to go next. (Wolf)

Visit this site

http://homepage.mac.com/eportfolios/iMovieTheater13.html

It is an 11 minute movie is about the ePortfolio as a method to create deep learning through the process of Digital Storytelling from the voice of Dr. Helen Barrett.

http://homepage.mac.com/eportfolios/iMovieTheater13.html

Digital Storytelling Tools
Mac

Software Mac

Audio Editors

Audacity O/S
SoundStudio

Image Editors

iPhoto*
GIMP (O/S)
Graphic Converter
Photoshop Elements

Video Editors

iLife Tools: iMovieHD & iPhoto
iMovie6HD
Photo To Movie
Final Cut Pro

Digital Storytelling Tools
Windows

Audio Editors

Audacity O/S
Audio Record Wizard

Image Editors

GIMP (O/S)
HP Image Zone Express
Graphic Converter
Photoshop Elements

Video Editors

Microsoft MovieMaker2 (XP)
Microsoft Plus! PhotoStory3
Slide Show Movie Maker
Photo to Movie
Pinnacle Studio
Ulead VideoStudio
Adobe Premiere Elements

Hardware for Mac and Windows

Microphone + Mixer
OR USB Microphone

Digital still camera

Scanner

Digital video camera (optional)

Resources

Dr. Helen Barrett
Research Project Director, The REFLECT Initiative

Dr. Helen Barrett
Research Project Director, The REFLECT Initiative

eportfolios@comcast.net
http://electronicportfolios.org/

Now for the Fun
Movie Maker as a Digital Storyteller

Have a Plan

Make sure students have completed the preliminary work. It is very important that students plan an outline or a storyboard(script). Once the storyboard is complete, and students have an organized plan for the reflective piece to be included in the reflective ePortfolio, then they should start using Movie Maker.

To create a more “Watchable” Video:

1. Plan shots before you shoot
2. Apply basic shot composition (Rule of Thirds)
3. Use a tripod
4. Shoot from multiple angles
5. Don’t pan, zoom, or tilt camera very often
6. When you edit, introduce some element of change every 5 to 15 seconds

Using the camera:

1. Set the time & date on your camera. Movie Maker 2 uses this to detect scenes on your video
2. Record entire tape first time with cap on to set time code; rewind this tape - you will record over this tape and time codes will be set. This helps Movie Maker 2 detect scenes on your video.
3. Record in 16 bit audio
4. Tape in SP mode
5. Disable digital zoom
6. Use a 4:3 aspect ratio
7. Do not use any camera effects (i.e. sepia or fades) – you will apply these in MMS

Before you begin to capture or import files into Movie Maker 2 –

1. Create a folder / subfolders in on your destination drive. Keep all files related to this project in this location. Remember, if you move this folder or any of the files you use, Movie Maker 2 will have to go “looking” for them. It is best to keep them in the same location.
2. for Advanced users – set general and advanced options under Tools>Options

Tape capture in Movie Maker 2:

1. Capture in DV format for best video – if you have enough hard drive space

Movie Maker 2 Can Input

Windows Media Video .wmv – used mostly for burning to CD-ROM, playing back from your computer, sending via email, posting to Web.

Audio Video Interleaved .avi – used mostly for sending back to dv tape or to send to a DVD authoring program.

Video

•Windows Media Video .wmv

•Audio Video Interleaved .avi

•MPEG

•ASF

Still Images

•JPEG .jpg

•Bitmap .bmp

•TIF .tif

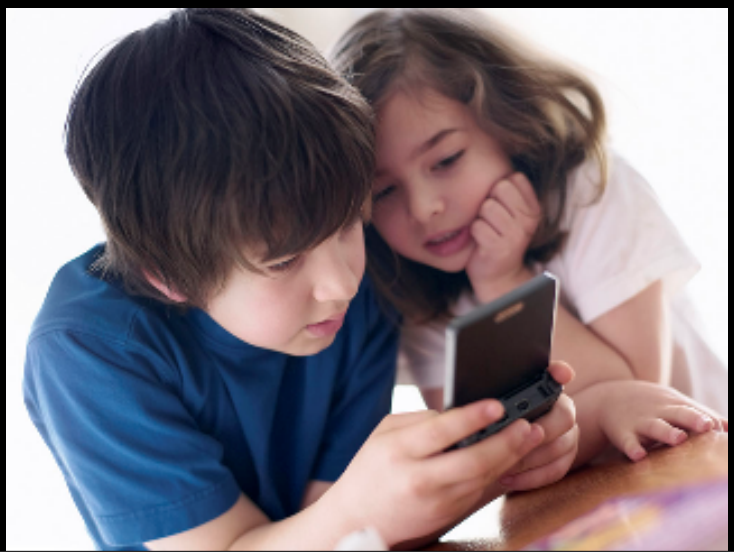
Audio

•.mp3

•.wma

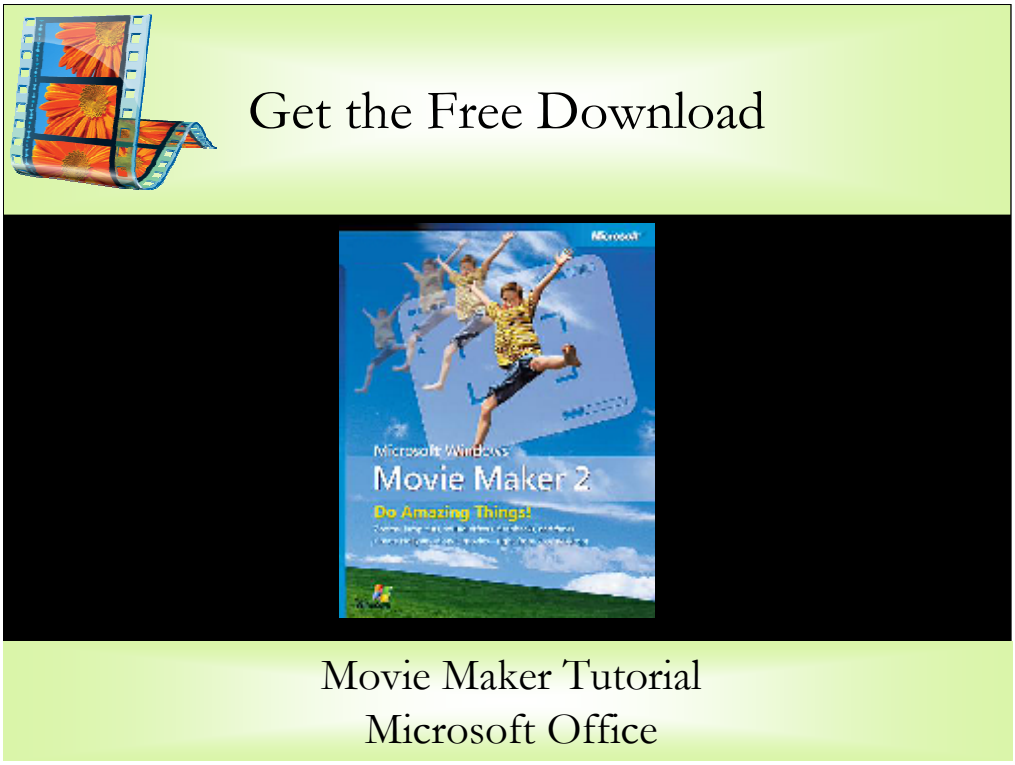
•.wav

Movie Maker 2 Can Output



Windows Media Video .wmv – used mostly for burning to CD-ROM, playing back from your computer, sending via email, posting to Web

Audio Video Interleaved .avi – used mostly for sending back to dv tape or to send to a DVD authoring program



http://www.microsoft.com/windowsxp/using/moviemaker/create/default.mspx

Creative Fun Pack download

http://www.microsoft.com/windowsxp/downloads/powertoys/mmcreate.mspx

Overview

This download has a collection of creative extras, including video titles, music and sound effects. Whatever the occasion, there's something here that will help you make your home movies even better!

Titles and End Credits

Choose from a selection of six "countdown," "the end," and blank video titles to add to your home movies. Use the blank clips to add your own titles using the Movie Maker titling engine.

Static Video Titles

The Creativity Fun Pack contains 16 static titles slides that you can use as-is or add your own titles to.

Music Tracks and Music Transitions

The fun pack has three full-length songs that you can add to your movie. There are also five music transitions to add dramatic interest to movies.

Sound Effects

There are 50 new sound effects.

Photo Story 3
as a Digital Storyteller

Installation

http://www.microsoft.com/downloads/details.aspx?FamilyID=92755126-a008-49b3-b3f4-6f33852af9c1&DisplayLang=en

Windows Media Player 10

http://www.microsoft.com/windows/windowsmedia/player/10/default.aspx

Before you download PhotoStory 3, make sure your computer has windows player 10 or higher.

Overview:

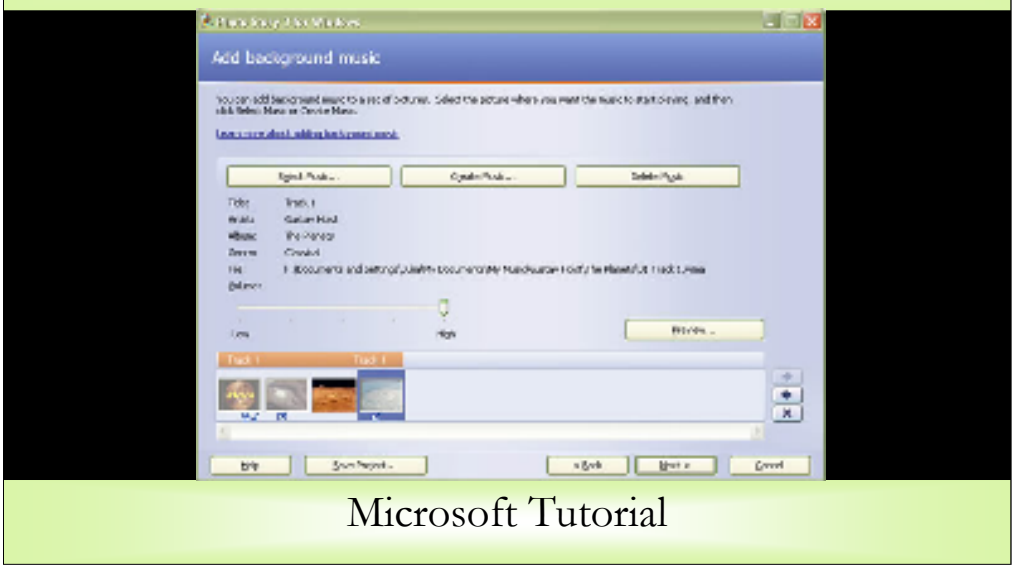
It helps to make a 'movie' out of still images, and allows the use of narration, music and other special effects.

It is particularly useful for

1. promoting independent learning
2. motivating students
3. extending/enriching the curriculum of the more able
4. promoting explanation, interpretation and personal viewpoint

Images can be from the internet (e.g. flickr image search), from digital camera, as well as scanned images.

Create Your First Photo Story



Microsoft Tutorial

http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/tips/firststory.mspx

Or print the one on the resources page

Tell Your Story!
Digital Tools for Reflection

What's a Wiki?

In 1995, a software engineer in Hawaii needed a quick way for a small group of people to collaborate in building a web document.

He called it the Wiki Wiki Web

Wiki Wiki is Hawaiian for *quick*

Wikis in Plain English

http://www.teachertube.com/view_video.php?viewkey=51aeb480ecbd988cd8cc

http://www.teachertube.com/view_video.php?viewkey=51aeb480ecbd988cd8cc

Advantages:

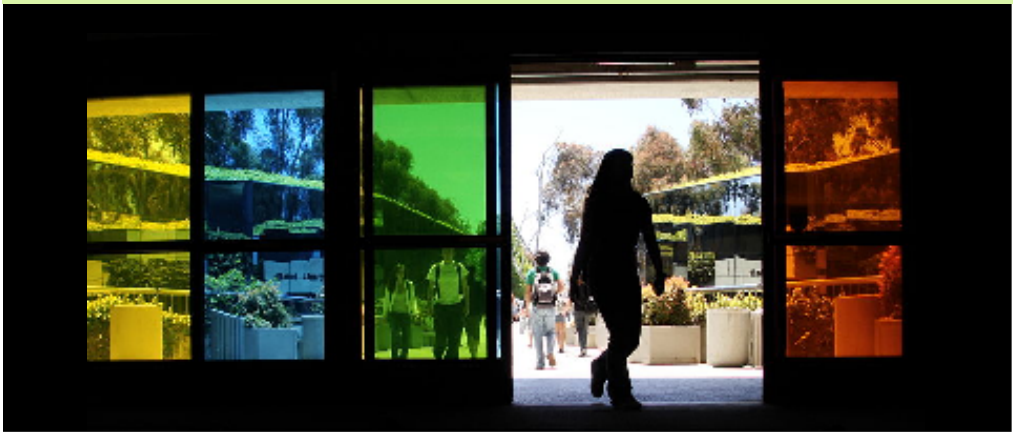
1. Collaboratively create and edit text
2. Include images
3. Include hyperlinks
4. Embed media – video / audio
5. Include RSS feed
6. All edits can be tracked-“Recent Changes” button allows you to see who is editing what page and when.
7. If you would prefer an earlier version of a page, simply revert back to the previous version.

What is a blog?

Abbreviation for “web log” which is an online journal organized in reverse chronological order…the most recent entry on top

Free, open source and commercial tools available

"To blog is to read, think, and write, and then read, think, and write again."
~ *David Warlick*



The end product of a blog is never a final draft. It continues to change as the author continues to grow and learn from experience.

Blogs in Plain English

http://vodpod.com/watch/367856-blogs-in-plain-english

http://vodpod.com/watch/367856-blogs-in-plain-english

Why Blog?

1. A blog is a web-publishing concept that enables anyone to publish information on the internet.
2. Blogs have become a journalistic tool to publish news, ideas, rants, announcements, and ponderings very quickly.
3. Blogs have become highly effective ways to help students to become better writers.

Blogs: Instructional Applications

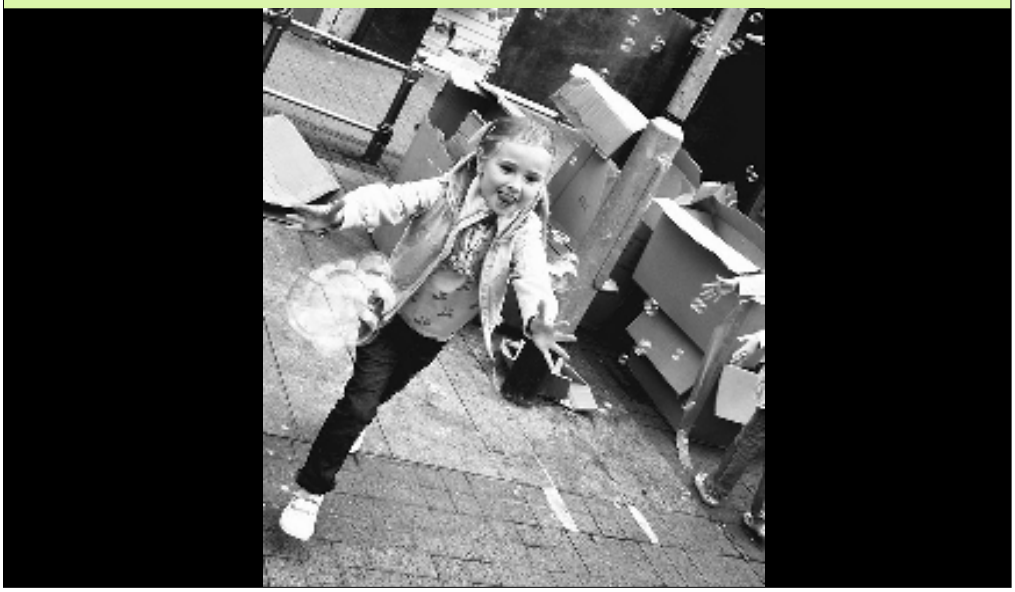
ePortfolio Blog Example

1. ePortfolios
2. Student Peer Review
3. Book Reviews
4. Online Poetry
5. Learning Reflections
6. Topic Writings (Past / Future)
7. Writing Development (Reports as Rough Drafts)

Where to Start Your Own Blog

1. Blogger
2. Edublog
3. Classblogmeister.com
4. Kidzblog
5. Thingamablog
6. Think.com
7. LiveJournal.com

Blogs can serve as a Personal Voice and as a Poster



As a Personal Voice:

1. Serves as a personal voice for students to publish and showcase their work. This includes growth and progression over the course of the school year.
2. Students can include text, images, podcast, vodcast, media objects arranged chronolically and viewed from any computer with internet access. It is public. Blogs have the potential to close the digital divide.

As a Poster

1. Creative outlet - user can express & 'find their independent learning voice
2. Writing for an audience - Iterative: improves writing & self critiquing skills (incr. confidence)
3. Focus research: helps refine & develop ideas
4. Enhance & establish reputation (edublogs)

Time Investment

Time investment…

1. to find good content with regular updates
2. read, explore & reflect information
3. producing your own content & motivate others
4. and to reflect

…Requires a change work practice

IT policies regarding the publication of student work which includes pictures on the internet with public access.

Blogs can be a powerful tool to invite outside experts to view and make comments regarding the piece being displayed on the blog.

However, most blog sites are blocked by internet filtering software such as bluecoat.

What do they have in COMMON?

Both wikis and blogs have things in common:

- Make web publishing fast and easy.
- Associated with written text, but also facilitate easy publishing of pictures, movies, and animation as well.
- Educational perspective: both wikis and blogs are often used as platforms for authors to interact, negotiate, and hopefully, form communities that learn and build knowledge together.

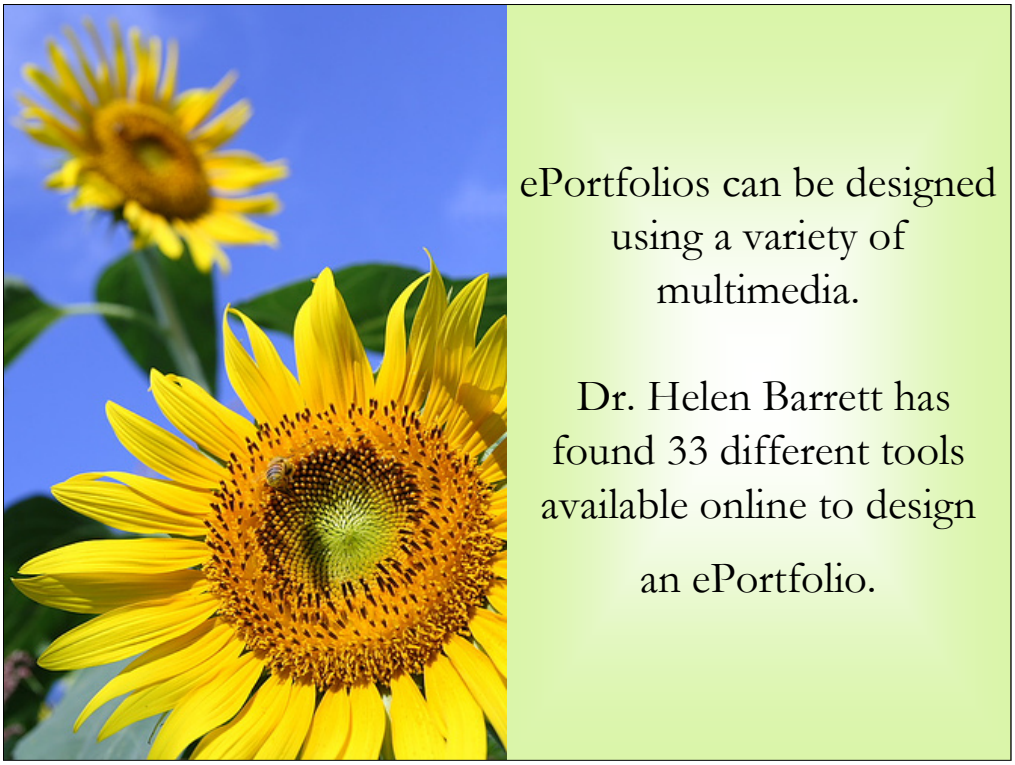
Precautions:

- Know your AUP (Acceptable Use Policy)
- Consider Wiki / Blogging tools that are password protected.
- Make sure YOU (Instructor) have ultimate control.

Wiki vs. Blog

http://www.youtube.com/watch?v=AsFU3sAlPx4

http://www.youtube.com/watch?v=AsFU3sAlPx4



Blogs, Wikis, Movie Maker, Photo Story 3, Google Page Creator, Weebly, and VoiceThread. Dr. Barrett even mentioned Blackboard as a tool to design an ePortfolio! These are just the beginning.

Visit the site to completely understand the design principles and educational theory behind ePortfolios.

http://electronicportfolios.org/myportfolio/versions.html